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AMENDMENTS TO THE CLAIMS WITH MARKINGS TO SHOW CHANGES

MADE, AND LISTING OF ALL CLAIMS WITH PROPER IDENTIFIERS

1. (Currently amended)   A programming platform for generating a parts

    programs program for a machine tool or production machine, comprising:

    an interpreter adapted to receive receiving an instruction from a user an

    instruction commensurate with a movement of an element, and translating

    the instruction into a machine code;

    a simulator that simulates receiving the machine code for simulating an

    effect of the instruction;

    a display for graphically displaying to the user the effect of the instruction in

    form of a two-dimensional or three-dimensional representation; and

    a collision monitor for monitoring the simulated effect of the instruction and

    identifying the presence of a collision as a result of the instruction; and with

    respect to a collision between at least two components selected from the

    group consisting of machine elements, workpieces and tools

    a display for graphically displaying to the user the simulated effect of the

    instruction in form of a two-dimensional or three-dimensional representation

    by highlighting the collision on the display and displaying in ASCII code the

    instruction causing the collision.

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2.   (Original) The programming platform of claim 1, wherein the instruction includes an instruction marked by the user or a program segment of the parts program.

3.   (Original) The programming platform of claim 1, wherein the interpreter automatically expands a syntax of an instruction inputted by the user in form of individual characters so as to form a meaningful syntax character sequence if said inputted syntax is unambiguous, or presents the user with at least one possible syntax character sequence to make a selection if said inputted syntax is ambiguous.

4.   (Original) The programming platform of claim 3, wherein the interpreter checks the syntax of the instruction each time an instruction is entered by the user.

5.   (Canceled).

6.   (Original) The programming platform of claim 1, wherein the programming platform is selected from the group consisting of a stand-alone system, an online system implemented directly on the machine tool or production machine, and a server system in a networked environment.

7.   (Canceled).

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8. (Original) The programming platform of claim 1, wherein the programming
    platform includes a monitor operating mode wherein an actual view of the
    machine is graphically displayed during a production process.

9. (Currently amended) A method for a generating a parts program for a
    machine tool or production machine, comprising the steps of:
    inputting ~~an instruction~~ into an interpreter ~~integrated in a programming~~
    ~~platform~~ an instruction commensurate with a movement of an element and
    translating the instruction into a machine code;
    transferring the machine code to ~~simulating an effect of the instruction with~~ a
    simulator ~~integrated into the programming platform~~ for simulating an effect
    of the instruction;
    ~~graphically displaying the effect of the instruction to a user form in form of a~~
    ~~two-dimensional and/or three-dimensional representation; and~~
    monitoring with a collision monitor ~~that is integrated in the programming~~
    ~~platform~~ the simulated effect of the instruction ~~with respect to~~ and identifying
    the presence of a collision as a result of the instruction ~~between at least two~~
    ~~components selected from the group consisting of machine elements,~~
    ~~workpieces and tools;~~ and
    graphically displaying the simulated effect of the instruction to a user in form
    of a two-dimensional or three-dimensional representation by highlighting
    and displaying the collision on the display and displaying in ASCII code the
    instruction causing the collision.

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10. (Original) The method of claim 9, further comprising marking the instruction or a program segment of the parts program.

11. (Original) The method of claim 9, further comprising expanding a syntax of an instruction that is inputted in form of individual characters so as to form a meaningful syntax character sequence if said inputted syntax is unambiguous, or presenting the user with at least one possible syntax character sequence to aid the user in making a selection if said inputted syntax is ambiguous.

12. (Original) The method of claim 11, and further comprising checking the syntax of the instruction each time an instruction is entered by the user.

13. (Canceled)

14. (Original) The method of claim 9, and further comprising graphically displaying an actual view of the machine during a production process.

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